

I CLAIM

1. An electronic dart game assembly, comprising:  
an electronically scored dart board containing a plurality of scoring segments thereon;  
a processing unit for determining when at least one player who is playing a dart game at said dart board achieves a predetermined game requirement by striking one of said scoring segments with a dart; and  
an award dispenser which dispenses an award in response to a signal from said processing unit when a predetermined number of game requirements are achieved.
2. The assembly of claim 1, wherein said processing unit generates an instruction to the player as to which scoring segment must be hit by a dart thrown by the player in order to achieve said predetermined game requirement.
3. The assembly of claim 2, wherein said processing unit is capable of adjusting the level of difficulty in achieving the predetermined game requirement.
4. The assembly of claim 3, wherein said processing unit includes artificial intelligence to adjust the level of difficulty

in achieving the predetermined game requirement.

5. The assembly of claim 4, wherein said processing unit generates an instruction to the player as to the amount of time in which a dart must be thrown by the player and determines whether the dart has been thrown within that time.

6. The assembly of claim 5, wherein said processing unit is capable of adjusting said amount of time.

7. The assembly of claim 1, wherein said processing unit generates an instruction to the player as to the amount of time in which a dart must be thrown by the player and determines whether the dart has been thrown within that time.

8. The assembly of claim 7, wherein said processing unit is capable of adjusting said amount of time.

9. A dart game comprising:

- a) providing a first instruction as to which scoring segment of a dart board must be struck by a dart thrown by a player of the game;
- b) throwing the dart toward the dart board;

- c) detecting whether the dart did or did not strike the instructed scoring segment;
- d) awarding a mark to the player if the dart did strike the instructed scoring segment, and refraining from awarding a mark to the player if the dart did not strike the instructed scoring segment;
- e) providing a second instruction as to which scoring segment of a dart board must be struck by a second dart to be thrown by a player of the game; and
- f) repeating steps b, c, d and e until all of the darts of all players have been thrown.

10. The dart game of claim 9, including providing another instruction as to the amount of time in which a dart must be thrown by a player of the game;

detecting whether the dart was or was not thrown within the instructed amount of time; and

awarding a mark to the player if the dart did strike the instructed scoring segment and was thrown within the instructed amount of time, and refraining from awarding a mark to the player if the dart was not thrown within the instructed amount of time.

11. The dart game of claim 10, wherein the dart game includes

at least two players, and the game includes at least two rounds in which each player throws some of the player's darts in the first of the rounds, and the remainder of the player's darts in the second and/or subsequent rounds.

12. The dart game of claim 11, wherein each player throws three darts in each round.

13. The dart game of claim 12, wherein each player has 15 darts per game and there are 5 rounds per game.

14. The dart game of claim 10, including giving an award to a player who achieves a predetermined number of marks.

15. The dart game of claim 14, wherein the dart game includes at least two players, and the game includes at least two rounds in which each player throws some of the player's darts in the first of the rounds, and the remainder of the player's darts in the second and/or subsequent rounds.

16. The dart game of claim 15, wherein each player throws three darts in each round.

17. The dart game of claim 16, wherein each player has 15 darts per game and there are 5 rounds per game.

18. The dart game of claim 9, including giving an award to a player who achieves a predetermined number of marks.